APRIL/MAY 2025

23UCA41 — JAVA PROGRAMMING

Time : Three hours Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define the term Constructor.
2. Differentiate between String and String Buffer Classes.
3. State the use of Final Keyword.
4. What is called Method Overloading?
5. Define: Multi-Threading.
6. What is meant by Thread Synchronization?
7. Differentiate between ScrollPane and ScrollBar.
8. Name the uses of AWT.
9. What is Swing?
10. Distinguish between Panel and Frame.

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SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explicate the basic concepts of Object-Oriented Programming.

Or

(b) Outline the significance of Static Data and Static Methods.

12. (a) Explicate any two Exception Handling Mechanisms.

Or

(b) How to create and import Packages in Java? Explain with an example.

13. (a) Write short notes on "Inter Thread Communication".

Or

(b) Discuss on the significance of Byte Stream Classes.

14. (a) Write a program to handle Labels, Buttons and Text Fields.

Or

(b) Illustrate the Event Delegation Model.

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15. (a) Write an overview about Swing Container.

Or

(b) Describe about JButton and JToggleButton.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Exemplify the looping statements available in Java.

17. Write a java program to demonstrate the concept of Single Inheritance.

18. Explain the usage of Multithreading Concept in Java.

19. Describe about the Layout Managers.

20. Explain the following:

(a) JRadioButton

(b) JTextField

(c) JComboBox

(d) JSrollpane

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